

Shabbir Abedi

(416)-485-7776 | shabbir1065@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

EDUCATION

York University - Honours Computer Science, Bsc. (3.8 GPA)

2021 - 2025

Relevant Courses: Intro. to Computer Science & Programming (A+), Intro. to Object Oriented Programming (A+), Applied Linear Algebra (A), Discrete Math (A)

SIDE PROJECTS

Personal Portfolio | *JavaScript, HTML5, CSS3, SASS*

Created a single page website to display my resume and side projects and showcase my web development skills

- Website features a dark and light mode depending on the user's preference
- Used a variety of transitions and SASS styling to create a user-friendly website
- Contact form under the "Contact Me" section using FormSubmit API
- Website is fully responsive to a variety of screen sizes

Underwatch (text-based game) | *Java*

- This text-based game implemented OOP fundamentals such as inheritance, polymorphism, and data abstraction
- After creating a gametag, the user chooses one of the four characters to play as. Those characters have their own attacks and ultimate abilities written in their class, but they also have attributes determined by their parent class (either the robot class or human class)
- All attributes of the user's character are hidden and can only be accessed with getter and setter methods

Food Journal | *Java, Android Studio*

- Built with OOP fundamentals in mind with a mobile GUI for users to interact with
- Created a passcode page using a GitHub library to allow for security
- Users can add and delete entries to both the food and exercise journal that are available on different fragments. They can also add and delete information to the to-do section of the app.
- Food and exercise journal entries are created as different objects to display their respective information to the user in the view pages
- Responsive to various screen sizes

TECHNICAL SKILLS

Languages | JavaScript, HTML5, CSS3, SASS, Python, Java

Tools and Frameworks | Git, Android Studio